Puneet Pahuja

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EDUCATION

Indian Institute of Science
M.E. in CSA | Bangalore
Aug 2013 – Jun 2015
GPA : 6.2/8

University Institute of Engg. & Tech.
B.Tech in CSE | Kurukshetra
Aug 2007 - Jun 2011
Percentage : 71.1%

Dayanand Anglo Vedic Public School
Intermediate | CBSE | Kaithal
Apr 2006 - Mar 2007
Percentage : 88%

Indira Gandhi Public School
High School | CBSE | Kaithal
Apr 2004 - Mar 2005
Percentage : 89.6%

COURSEWORK

Graduate
Operating Systems
Game Theory
Machine Learning
Design and Analysis of Algorithms
Compiler Design
Computer Architecture
Computational Methods of Optimization
Discrete Structures
Linear Algebra and Applications
Automated Verification

Undergraduate
Database Management Systems
Data Structures
Programming Languages
Computer Networks
Engineering Mathematics
Automata Theory
Computer Hardware Technologies
Software Engineering

SKILLS

Languages & Tools
Common Lisp | C | Python
Eclipse | Sublime Text | Emacs
Linux Command line

EXPERIENCE

Career Break | Making a web app
Aug 2016 - Present | Bangalore

Learnt Common Lisp and making a web app to choose the best talktime plan according to user's requirements.

Citrix R&D India Pvt. Ltd. | Software Development Engineer II
Jul 2015 - Aug 2016 | Bangalore

Worked on NetScaler's integration with Cisco APIC, OpenStack and CloudStack.

Satya Sham Knowledge Hub | Founder & Teacher
Oct 2011 - Jul 2012 | Kaithal, Haryana

It was founded to teach programming with a holistic perspective and with good programming practices to bridge the gap between academic curriculum and industry requirements.

- Conducted workshops in colleges on C.
- Conducted courses on C, C++, JAVA, General Aptitude.

Newgen Software Tech. Ltd. | Software Engineer
Jun 2011 - Oct 2011 | Noida

Got training in document management systems.

THESIS

A Game Theoretic Perspective of Flow Control in Networks
Advisor : Prof. K. Gopinath

In networks, flow control can be done at both data link layer and transport layer. Currently, they are optimized individually. We worked to get a socially optimal choice of flow control strategies.

COURSE PROJECTS

Operating Systems | C

Implemented threads, user program, virtual memory and file system in PintOS.

Compiler Design | C++, LLVM framework

Implemented optimization passes in LLVM.

Game Theory | JAVA

Implemented a fair matching algorithm to allocate projects to students by maximizing the social utility.

ACHIEVEMENTS

- Secured *All India Rank* **19** in GATE-2013.
- Was one of the six Chief Student Placement Coordinators of IISc for the academic year 2014-15.
- Volunteer with *The Art of Living*.